

GAME MANUAL  
MANUEL DE JEU

SPIELHANDBUCH  
SPEL HANDLEIDING



ATARI

LYNX™

VIDEO GAME CARD • CARTE DE JEU

ATARI®

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Gordo 106 is a trademark of Tenth Planet. Licensed to Atari Corporation. Copyright 1993 Tenth Planet. All rights reserved. Atari, the Atari logo and Lynx are trademarks or registered trademarks of Atari Corporation. Copyright 1992 Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

# ***LYNX GORDO 106***

Deep in the cavernous sub-basement of N. Human Inc., trapped in cage No. 106, a poor, brutally exploited lab monkey named Gordo lives a life of lonely misery, until...

An experimental nuclear potion gives Gordo the cunning intellect he needs to free his friends and escape...

## ***Getting Started***

1. Insert the Gordo 106 game cartridge into your Lynx.
2. Turn on the Lynx Machine.
3. The Gordo 106 title screen appears.
4. Press A or B. The story displays.
5. Press A or B to begin the game.

## ***Playing the Game***

Gordo 106 is an action-packed adventure in which you play Gordo, the lab monkey who was unintentionally given extra intelligence in an experiment. This intelligence enabled Gordo to escape from cage 106. Now Gordo must escape from N. Human Labs, freeing his other animal friends and getting revenge on wicked lab scientists as he seeks his freedom.

The screen shows three bars (Screen 1). (See the gallery of game screens at the end of this manual). The vertical bar on the left of the screen shows the number of lives Gordo has left. (Incredibly, the lab experiment gave Gordo the strength to overcome death a limited number of times!) The bar above the lives bar shows Gordo's health. As Gordo fights, his health decreases. Luckily, Gordo can find bananas all over the lab to help bring him back to full strength. The bar at the top right of the screen shows the number of apples Gordo has in his arsenal. Gordo can use the apples to destroy the lab scientists and other evil residents of the N. Human complex.

Use the joypad to control Gordo's actions. Press right or left to move Gordo in that direction. Double-press and hold right or left to make Gordo run. Press B to jump. Press A to throw an apple at an enemy. Press up on the joystick while pressing A to throw slightly higher, or press down and A to throw lower. To open a cage, stand in front of the lock and press up on the joypad. Open puppy exits by standing at the switch and pressing up.

Press Option 1 to see the status screen ( Screen 2). This shows your score, your bonus points, your current level, the number of cages you've opened, and the number of lives remaining. While on the status screen, the game is paused. Press Option 1 again to return to the game screen.

There are times when Gordo must swing from lamps and other objects. To grab a hanging object, jump at it. To move to the next object, press B while holding down the joypad in the desired direction when Gordo is at the height of his swing. To drop down, just press B.

The game consists of six levels. Each level has three scenes. Some levels may contain secret areas. Only Gordo can find out for sure. The levels and their main objectives are listed below.

Level 1-- The Laboratory: Gordo must escape from the main lab, freeing his bunny friends as he goes and fighting off evil (but weak) lab technicians. (Screen 3)

Level 2--The Lobby: As Gordo proceeds through the N. Human complex, he walks right into the middle of a Hunter's convention. Gordo must brave deadly suitcase traps and wild lodge members to get out alive! (Screen 4)

Level 3--The Fashion Center: Gordo creates havoc in the tailor's studio, then at N. Human's annual Fashion Gala (Screen 5). This does not please N. Human, who hires a bounty hunter to get rid of the pesky simian.

Level 4--Earl's Puppy Farm: Gordo has the chance to free many animals on this level, if he can survive the horrible surprises that wait for him there. (Screen 6)

Level 5--Research and Development: This is where the experiments are dreamed up. The wizards in R&D are known for their boundless evil. They have hired a patrol of super soldiers to put an end to the primate's tirades, and their latest experiment is on the prowl! (Screen 7)

Level 6--The Penthouse: This is the home of the wicked N. Human himself. This is where Gordo gets the ultimate revenge, if he can survive the ultimate challenge. (Screen 8)

The game begins at scene 1 of the first level. As Gordo moves through the lab, keep an eye open for bananas and apples. Bananas restore health. Apples are Gordo's only means of attack. Also watch out for pits. If Gordo falls down a pit (Screen 9), he must find the way out to avoid losing a life. If he escapes a dungeon, he is awarded bonus points and returns to the level he was on. Gordo will get to know the different dungeons all too well, including the rare bonus bunny dungeon!

At the end of each scene, the status screen shows the current score, your bonus points, the level, the number of lives left, and the number of opened cages. Then the next scene or level begins.

## *Scoring*

You earn points by defeating enemies and surviving levels and scenes. Bonus points for freeing friends are added to your score at the end of each scene. Picking up apples and bananas also gives you points. For every 7500 points earned, you will be awarded an extra life.

## *Strategy*

Learn the lay of the levels. If you know what is coming, you can prepare for it.

There are times when Gordo must make a leap of faith. This means he must jump without seeing where he will land. There's no way to avoid this. Good luck.



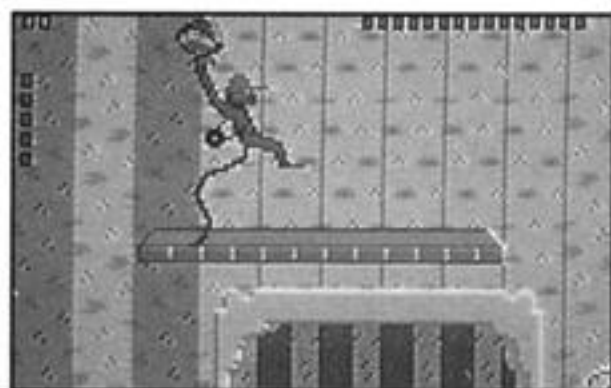
Never pass up a puppy exit or a cage.

Don't waste apples. You don't want to run out. Apples don't grow on trees, you know--er, well, the trees don't grow in this building, so you need every apple you can find.

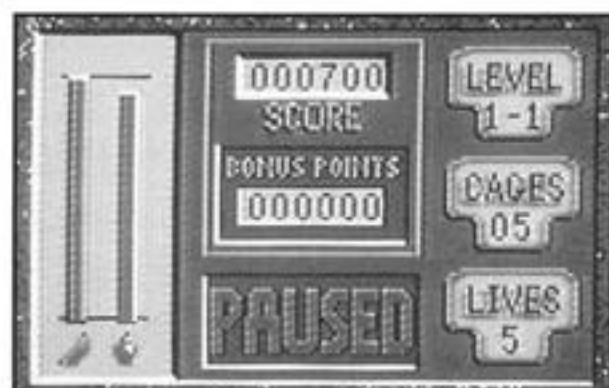
Avoid pits. Dungeons are dark, uncomfortable places which give monkeys like Gordo a bit of trouble. Respectable monkeys always stay above ground.

Some situations are like puzzles. You must learn how to solve them if you hope to make it.

Don't be in too big a hurry to meet N. Human. He's not a very nice guy, and his penthouse is pretty much monkey-proof. Then again, Gordo's no ordinary primate.



Screen 1



Screen 2



Screen 3



Screen 4



Screen 5

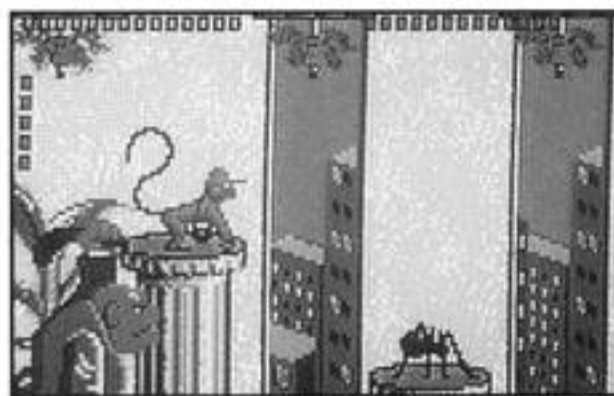


Screen 6





Screen 7



Screen 8



Screen 9



Copyright 1992, Atari Corporation  
Sunnyvale, CA 94089-1302  
All rights reserved.

C398105-106 Rev. A  
Printed in Hong Kong.  
G. C. 7. 1993